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UNITED STATES OF AMERICA.

... THE ...

NATIONAL METHOD

OF

Duplicate Whist

(Patent applied for)

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CASSIUS M. PAINE, EDITOR OF "WHIST,"
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INDIANAPOLIS, INDIANA.

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Every Pack put up in a good serviceable box.
All Tuck Boxes provided with Murray's Patented Finger Recess.

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The National Method
DUPLICATE WHIST.

(Patent applied for.)

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Set No. 1, Capacity for 20 Original Deals, Price, One Dollar

For sale by all dealers or sent prepaid on receipt of price.
Send stamp for Book of Rules and Instruction.

THE NATIONAL CARD CO.,

NEW YORK OFFICE
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INDIANAPOLIS, IND.

The National Method

• • OF • •

Duplicate Whist

(PATENT APPLIED FOR.)

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Editor of "WHIST."

Can be Carried in the Pocket. Can be Used on the Cars.

A Series of Index Cards with Red and Yellow Ends.
The whole Plan Explained in Two Lines:

Red Ends of Index Cards Govern Original Play.
Yellow Ends of Index Cards Govern Duplicate Play.

15 THIS METHOD PROVIDES FOR 20 ORIGINAL AND 20 DUPLICATE DEALS FOR ONE DOLLAR.

HIGHEST IN MERIT; LOWEST IN PRICE; SIMPLEST IN DETAIL; GREATEST IN POSSIBILITIES.

For sale by leading stationers, or sent prepaid on receipt of price by

CASSIUS M. PAINE,
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A PRIZE WHIST PROBLEM.

DOUBLE DUMMY.

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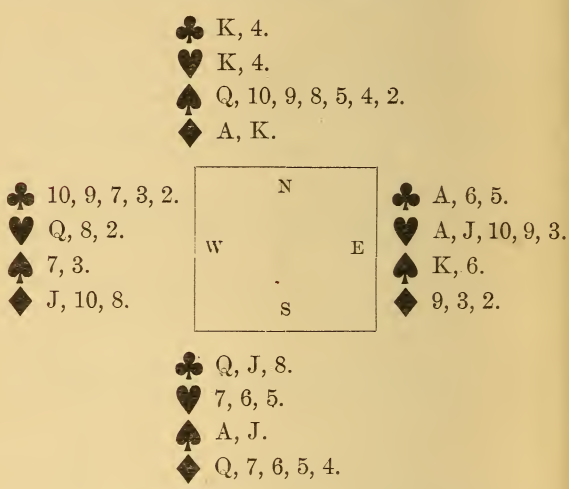
BY THE EDITOR OF WHIST.

All hands should be exposed to full view on the table. North and South must make the required number of tricks, in spite of any play that East and West can make to try to prevent them.

Play is made with respect to all the exposed cards instead of with respect to whist maxims.



Diamonds trumps; South to lead; North and South to take ten tricks.

An elegant pack of French size playing cards, specially adapted for whist and other full-handed card games, will be sent free to every one sending a correct solution to the above problem, accompanied by the full addresses of twelve whist players, providing ten of the names so sent in are new ones to us.

CASSIUS M. PAINE,
106 Mason Street, Milwaukee, Wis.

PRICE-LIST.

Set No. 1, Capacity for 20 original deals.....$1 00
Set No. 2, " " 24 " " 1 25
Set No. 3, " " 40 " " 1 75

Carriage Prepaid in U. S. and Canada.

Every set contains, in addition to the index cards, 13 counters, a full supply of rubber bands and 50 score cards, put up in a neat box.

Playing Cards.

One dozen packs.....$2 00
Two dozen packs.. . ... 3 60

Carriage prepaid to points east of Missouri River.

These are The National Card Co.'s French size whist cards, and are strictly first-class quality. The index cards are made especially to fit this size, but can be used with any cards.

Which Sets to Buy.

For ordinary family and social play a No. 1 set will meet all requirements.

If you are an enthusiast, and accustomed to play regularly with certain of your friends, get a No. 2.

If you wish to realize the best results of club and expert play, get a No. 3 set, so that you can make the original play one night and the duplicate another.

It will be found convenient to have a No. 1 and a No. 3 set, as it is sometimes desired to hold hands over for duplicate play beyond the next meeting, and in such events an extra set is needed.

For sale by leading stationers or sent prepaid by

CASSIUS M. PAINE,

106 Mason Street, Milwaukee, Wis.

THE NATIONAL METHOD

OF

DUPLICATE WHIST.

This system is carried on by a series of index cards and will be found simple, quick and accurate. The index cards are parti-colored red and yellow, and the whole plan is expressed in two lines:

The red ends of the cards govern original play.

The yellow ends of the cards govern duplicate play.

This method embraces with all the possibilities of other methods, and in addition possesses some characteristic and exclusive features of its own of essential moment to the best club and social play.

Instructions.

1. Sort the index cards according to the red ends into four packages—North, East, South, West—and place them respectively with the players at the table.

Each player will keep his index cards colored side up, and will be careful to see that they are in consecutive order (card No. 1 on top and the highest number on the bottom.) Observe this

carefully and the index cards will take care of all further details.

2. Place thirteen checks in the center of the table to use in counting the tricks, and distribute some small rubber bands to the players.

Original Play.

3. The index cards will always indicate the dealer, and the original leader will always be the next player in whist order.

The trump may be turned, or one suit may be declared trump for the entire sitting, as the players may elect.

4. Each player will lay his card in front of him towards the center of the table, instead of throwing it to the trick in the middle. At the completion of the trick the side winning it takes a check from the center of the table, and the cards are turned over where they lie. When the deal has been played through, the cards that each player held are in a packet before him. After recording the score, each player places his top index card on his hand and encircles the packet with a rubber band. The dealer turns the trump card face up in his hand, if the plan of turning a trump was adopted. The packets or hands of the four players are then gathered up and a rubber band put around the whole, and the deal is then laid aside till required for duplicate play. Continue in this way till all the original deals have been played.

Duplicate Play.

5. Taking up one of the deals at random (for the deals should be played back somewhat out

of their regular order so that none of the players will know which deal is in hand), deliver the hands to the players according to the yellow ends of the index cards.

6. The cards may now be thrown in the center of the table and the tricks gathered as completed, if no other players are to play the same deals. The number of the deal on the back of the index cards should not be known in the duplicate play till referred to for entering the score.

When the duplicate play is completed, each side will have held the same strength in cards.

Games of One Table.

The above rules will apply. Sometimes on the duplicate play a player will recollect some feature of a deal from the original play. In such cases he should play his cards strictly in accordance with whist maxims. Opportunity for thus memorizing hands may be avoided almost wholly by using a No. 3 set of index cards, providing for forty deals, and making the original play one evening and the duplicate another.

Two Tables.

Let the play be by sides. Representing one side as Washington and the other as Milwaukee, seat the players so that the Washingtons will sit north and south at one table and east and west at the other, the Milwaukees, of course, occupying opposite positions. One table may start with the index cards numbered from 1 to 10, and the other table with the index cards numbered from 11 to 20, and when they have completed the original play, exchange the deals for the other table to play.

When the original play of the twenty deals is completed at both tables, it is better to deal afresh and go through another series in the same way, or else use a No. 3 set of index cards, providing for forty deals; and then there is no opportunity afforded to remember cards. When only original deals are played, the score will not yield a comparison between the teams of one table, but will tell which side of four players has made the best record. In matches of two tables the most progressive clubs usually require each side to interchange partners, so as to play a third of the time with each other. This was done in the Hamilton Club trophy match at the second congress of the American Whist League.

Three Tables.

Match the teams as evenly as possible, observing no other order.

A No. 2 set of twenty-four index cards is best adapted to play at three tables, as it admits of an equal apportionment, but a No. 1 set may be used by apportioning the index cards as follows: First table, 1 to 7; second table, 8 to 14; third table, 15 to 20. Let each table play through its original deals and then exchange with the others until the twenty deals have been played by all. The deals may then be played back in duplicate if a comparison is desired between the teams at each table, but a better way is to play through a new series of original deals, or else use a No. 3 set of index cards providing for forty deals, in order to avoid any opportunity of remembering cards; and then compute the score by striking an average of the tricks made by the north and

south hands, and also of the tricks made by the east and west hands, determining merit by comparing team scores with the averages as above derived. For example: If the north and south hands should make 272, 280, 282, the average would be 278, and credit would be given with respect to this basis.

Four Tables.

If play is by sides, seat the players after the same manner as directed for *two tables*, apportioning the index cards equally between the tables. If preferred, merit may be determined by averaging the hands the same as for three tables, but the former plan is generally regarded the better.

More Than Four Tables.

When more than four tables participate, apportion one round of index cards at each table, pass the deals along as played until they have gone clear around the circuit, then apportion another round of index cards and proceed as before. The game may be by sides, if an even number of tables enter, or the hands may be averaged, as is preferred.

Duplicate Drive Whist.

Arrange the players as directed for three tables and then pass the deals along as directed in games of more than four tables. Compute the score by averaging the hands.

Tournaments for Teams of Four Players.

Tournaments may best be arranged in teams of four players, the plan being to play a game

with every other team of four after the same manner as described in games of *two tables;* but games at all the tables may go on at the same time, and the same deals may be played at all the tables, thus affording interesting comparisons beyond the main object of the match.

Players entering the tourney and finding themselves unable to be present at appointed meetings, should provide substitutes, and failing to do so, the committee in charge should make such appointments, or inflict a penalty by causing a forfeiture of a few tricks (say three) to the parties in readiness to play.

Tournaments for Teams of Two Players.

If the possibility of remembering hands is not objectionable to the members, the play may virtually be a series of matches the same as for *one table.* Continue the tournament until each team has played a match with every other team. All games may go on at the same time and the same deals may be played by all.

The only plan that will avoid possibility of remembering hands is to play only original deals and average the hands for each evening. This plan carried out to completion will yield accurate comparisons of skill.

Tournaments for Individual Play.

To play a whole evening with one partner would make a long tournament if the number of entries was large; so the best plan is for each person to play eight deals as partner with each of the players at his table against the other two,

making twenty-four deals in all; and then play the deals back in duplicate with the players in the same position as on the original play.

A fresh score should be started at every change on the original play. It is best to have each table play independent of all the others, as, owing to the nature of the tourney, the match can not be carried out to the end without some of the players waiting over. On the next assignment all that is required is to see that persons that have played together once do not meet again. It will facilitate progress in this tourney if players are allowed to play matches whenever they see fit.

Tests of Individual Skill.

When a few players (say four) wish to try conclusions, let each play one whole evening with each of the others as a partner against the other two, playing original and duplicate deals. Original play may be made one evening and duplicate another by taking six evenings to complete the match.

Final results may be reached in one evening by using a No. 2 set, providing for twenty-four deals, and changing partners after every eight deals.

THE LAWS OF WHIST,

As revised and adopted at the Second Annual Congress of the American Whist League, held at New York, July 19=23, 1892.

Scoring.

1. A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the losers' score from seven.

Forming the Table.

2. Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference, play.

3. If two players cut intermediate cards of equal value, they cut again; the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card, he deals, and the highest two of the new cut are partners.

5. At the end of the game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

Cutting.

7. In cutting, the ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing cards from the out-spread pack may be resorted to in place of cutting.

Shuffling.

8. Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal and place them at his right hand. In all cases the dealer may shuffle last.

9. The pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

Cutting to the Dealer.

10. The dealer must present the pack to his right-hand adversary to be cut; the adversary

must take a portion from the top of the pack and place it towards the center of the table; at least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If, in cutting or reuniting the separate packets, a card is exposed, the pack must be reshuffled and cut; if there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the cards after they have been properly cut, he loses his deal.

Dealing.

13. When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer:—

I. If any card except the last is faced in the pack.

II. If, during the deal or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card can not be called.

16. Any one dealing out of turn or with his adversaries' cards, may be stopped before the trump card is turned, after which the deal is valid, and the cards, if changed, so remain.

Misdealing.

17. It is a misdeal:—

I. If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned, and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards, and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downwards upon his own or any other player's cards.

A misdeal loses the deal, unless, during the deal, either of the adversaries touches the cards or in any other manner interrupts the dealer.

The Trump Card.

18. The dealer must leave the trump card face upwards on the table until it is his turn to play to the first trick. If left on the table until after the second trick has been turned and quitted, it becomes an exposed card. After it has been lawfully taken up, it must not be named, and any player naming it is liable to have his

highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

Irregularities in the Hands.

19. If, at any time after all have played to the first trick, the pack being perfect, a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult, and shall have the choice :—

I. To have a new deal; or

II. To have the hand played out; in which case, the surplus or missing card or cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card by reason of an omission to play to a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which such omission occurred.

Exposed Cards.

20. The following are exposed cards :—

I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

III. Every card so held by a player that his partner admits he has seen any portion of its face.

IV. All the cards in a hand so lowered or held by a player that his partner admits he has seen the hand.

V. Every card named by the player holding it.

21. All exposed cards are liable to be called by either adversary, must be left face upwards on the table, and must not be taken into the player's hand again. A player must lead or play them when they are called, provided he can do so without revoking. The call may be repeated until the card is played. A player can not be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

22. If player leads a card better than any his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are exposed cards; it makes no difference whether he plays them one after the other or throws them all on the table together; after the first card is played, the others are exposed.

23. A player having an exposed card must not play until the adversaries have stated whether or not they wish to call it. If he plays another card without so waiting, such card also is an exposed card.

Leading Out of Turn.

24. If any player leads out of turn, or before the preceding trick has been turned and quitted, a suit may be called from him or his partner when it is next the turn of either of them to lead.

The penalty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called.

If a player, so called on to lead a suit, has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead can not be called, and must be taken back.

Playing Out of Turn.

25. If the third hand plays before the second, the fourth hand may also play before the second.

26. If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, or, if he has none, to trump or not to trump the trick.

Revoking.

27. A revoke is a renounce in error, not corrected in time. A player renounces in error, when, holding one or more cards of the suit led, he plays a card of a different suit.

28. A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him becomes an exposed card; any player or players, who have played after him, may with-

draw their cards and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries; it can be claimed for as many revokes as occur during the hand. The revoking side can not win the game in that hand; if both sides revoke, neither can win the game in that hand.

31. The revoking player and his partner may require the hand in which the revoke has been made, to be played out; if the revoke loses them the game, they nevertheless score all points made by them up to the score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved, if possible; but no proof is necessary, and the revoke is established, if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

Miscellaneous.

34. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

35. Any one, during the play of a trick and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

36. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none, to trump or not to trump the trick.

37. In all cases where a penalty has been incurred, the offender must await the decision of the adversary entitled to exact it. If the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced.

38. When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

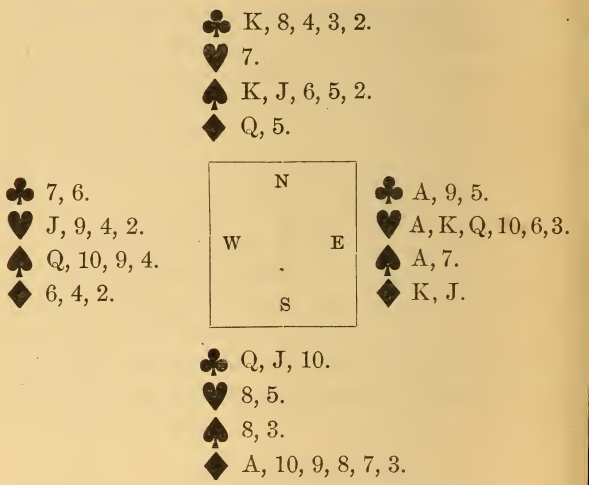
39. If any player says "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's hand must be laid upon the table and treated as exposed cards.

40. League clubs may adopt any rule requiring or permitting methods of scoring or of forming the table, different from those above prescribed.

A PRIZE WHIST COUP.

BY THE EDITOR OF WHIST.

A coup (pronounced coo) is a strategic or brilliant play. All the hands are to be exposed on the table and played by one person, but the play must be strictly in accordance with whist maxims; that is, all the inferences must be natural to whist instead of from observation of the cards. As each card is played the considerations to govern should be observation of the remaining cards in that hand and reference to all the cards that have been played up to that time.



Clubs trumps; South to lead; North and South to make nine tricks.

An elegant pack of French size playing cards, specially adapted for whist and other full-handed card games will be sent free to every one sending a correct solution of the above coup, accompanied by the full addresses of twelve whist players, providing that ten of the names so sent in are new ones to us.

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106 Mason Street, Milwaukee, Wis.

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Whist

A Monthly Journal Devoted to the Interests of the Game.

THE ONLY JOURNAL DEVOTED EXCLUSIVELY TO WHIST

THE OFFICIAL SOURCE OF COMMUNICATION AND DISCUSSION BETWEEN WHIST PLAYERS AND WHIST CLUBS, UPON ALL POINTS PERTAINING TO THE GAME.

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